

# Quick Start - Explore the ScottEfx Mac Application

## main page

The screenshot shows the ScottEfx application window with the following annotated components:

- Stop button:** A green vinyl record icon. Annotation: "Stop button, stops a playing or paused light show".
- Play button:** A red triangle icon. Annotation: "Play a stopped or paused light show. A green highlight means a valid song is selected".
- Dimmer/Events Control:** A green interface with a "DIM" slider and an "ON" button. Annotation: "Toggle between the manual dimmer mode and timed events mode".
- Main Dimming Control:** A white slider. Annotation: "Main dimming control".
- Sound/Light Toggles:** A dark panel with a speaker icon and a lightbulb icon. Annotations: "Toggle - sound on/off, light show continues" and "Toggle - lights on/off, sound continues".
- Connected Modulators:** A list on the right side containing "Roofline", "PT1", "TableTestUnit", and "Garage". Annotation: "List of connected flickerSongs".
- Select Button:** A green button labeled "select". Annotation: "Click 'Select' to enter SongX file path".
- Bluetooth Speaker Delay:** A green box labeled "Bluetooth Speaker Delay (mSec)" with a value of "0". Annotation: "Time delay to sync lights with a Bluetooth speaker".
- Music Icon:** A red circular icon with a musical note. Annotation: "Loop through the playlist of all songs in the same directory as the selected song. When each song ends, the next".
- Message Area:** A white box at the bottom with the text "Welcome to ScottEfx". Annotation: "Text region to display Application messages".
- File Selection:** A keyboard icon. Annotation: "Navigate to a music light show MP3 file in this Mac's directory".
- Compose View:** A green box with a keyboard icon. Annotation: "Press to enter the Compose view".

## Quick Start - Explore the ScottEfx Mac Application

### flickerSong View

List of **flickerSongs** currently connected to this app



Return to the Playlist View

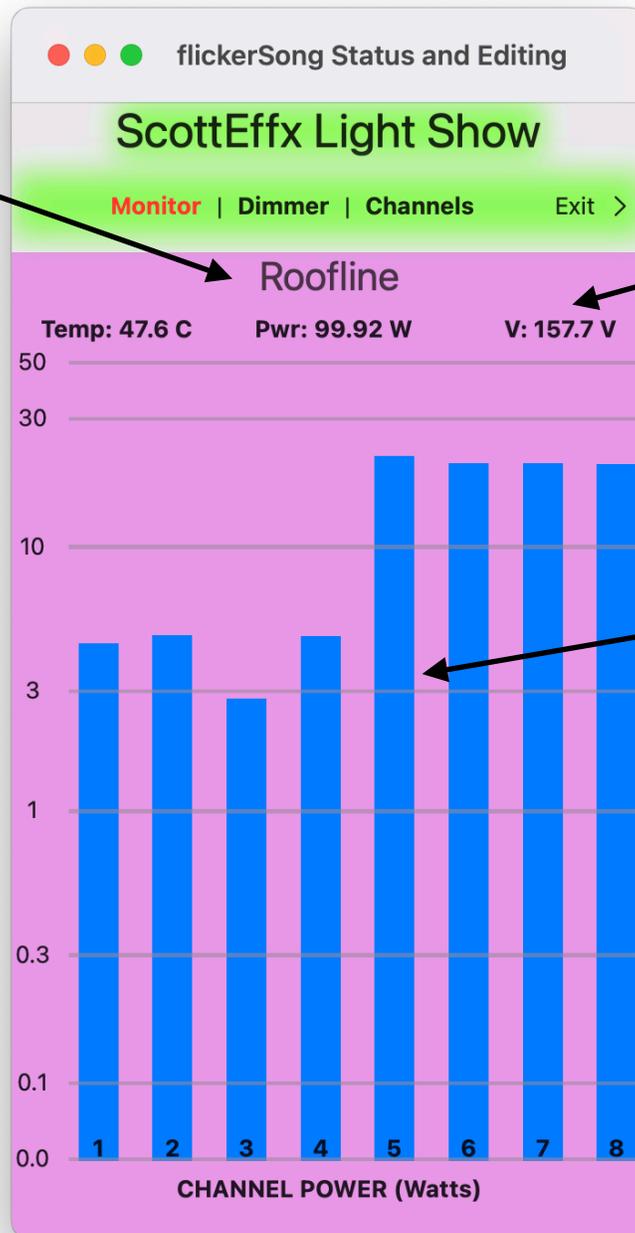
First select one of the **flickerSongs** in the list then click here to access it's Monitor, Dimmer, or Channel configuration views

Press and hold for 5 seconds to access the Firmware Upgrade window. Not a common operation. See the Firmware Upgrade tutorial for more information

## Quick Start - Explore the ScottEfx Macintosh Application

### Monitor

**flickerSong**  
Name selected from  
the list



Internal temperature,  
total output power, and  
internal drive voltage for  
this **flickerSong**

Power provided by  
each of the eight  
**flickerSong** outputs

# Quick Start - Explore the ScottEfx Macintosh Application

## Dimmer and Events

Name of *flickerSong* being programmed here

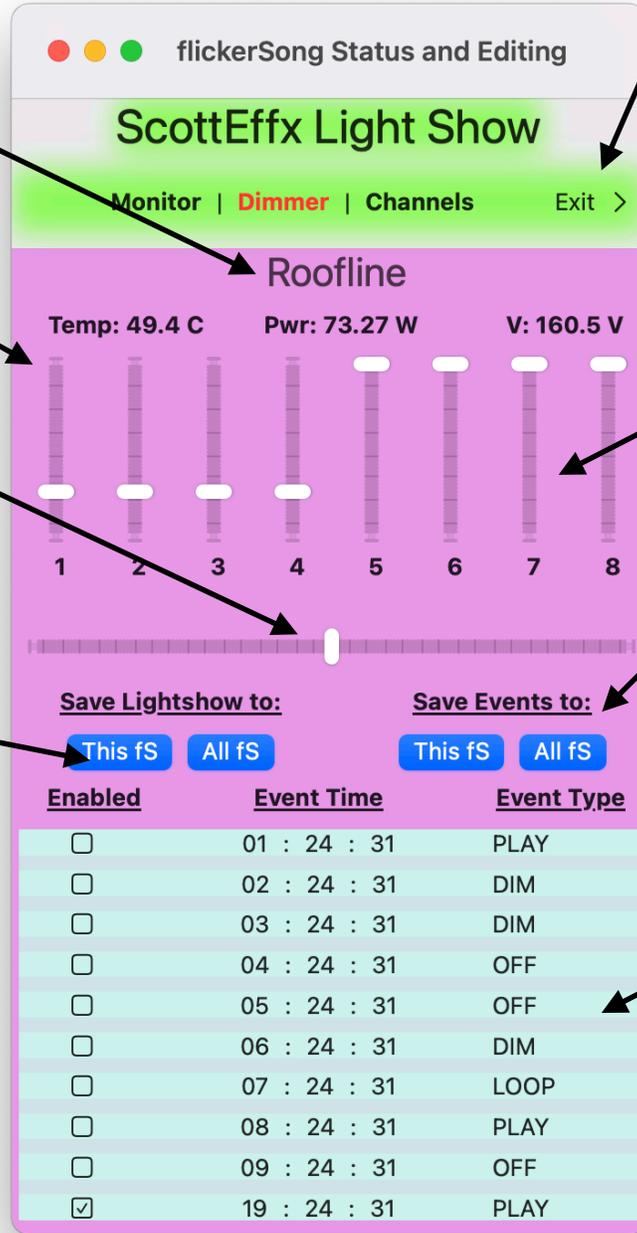
*flickerSong* output dimming controls

**Main Dimmer:** Each output is dimmed by this control combined with the individual sliders. Same slider as Play View

**Save** the lightshow, if selected in Playlist view, to be used for PLAY or LOOP events, which will play independent of this app

**Enabled:** Event is enabled to start at the event time

**Event Time:** Event starts at the programmed time of day. 24 hour clock. Time zone from your iPhone is used with NIST time



Return to the **Playlist** view

When an event below is selected and highlighted, the dimmer settings are active and saved for the selected event. If no events are highlighted below, then these are the manual dimmer settings

Press to save the event list below to this or to all connected *flickerSongs*

**flickerSong Events**  
Create events which are activated at the Event Time of day.

**Event Types:** OFF, DIM, PLAY, LOOP

**Off:** Turn lights off  
**Dim:** Turn lights on to a unique dim setting  
**Play:** Play the saved light sequence one time

**Loop:** Keep replaying the light sequence until stopped by the next event

## Quick Start - Explore the ScottEfx Macintosh Application, Channels

Click for this *flickerSong's* 'Monitor' or 'Dimmer view', click 'Channels' to return to the *flickerSong* selection view, or click 'Exit' for the Playlist view.

Edit the *flickerSong* name

The screenshot shows a Macintosh-style window titled "flickerSong Status and Editing". The main title is "ScottEfx Light Show". Below the title is a navigation bar with "Monitor | Dimmer | Channels" (where "Channels" is highlighted in red) and "Exit >". Underneath is a section titled "Edit Name and Channels" containing a text input field with the text "Roofline". At the bottom, there are two columns of LED channel assignments:

<u>LED 1</u>	0	<u>LED 5</u>	4
<u>LED 2</u>	1	<u>LED 6</u>	5
<u>LED 3</u>	2	<u>LED 7</u>	6
<u>LED 4</u>	3	<u>LED 8</u>	7

Select and edit the Light Show channel (midiMap) to which each output is connected. You can select channel numbers 0 - 255

## Start - Explore the ScottEffx Mac Application - Compose View

While in this view, all 'Note On' MIDI Messages on the Macintosh sent to the **ScottEffx\_MIDI\_Port** in the **IAC Driver** are played according to this MIDI Map. Typically the MIDI Messages are sent by your Digital Audio Workshop

The screenshot shows the ScottEffx application window. At the top is a MIDI Map table with columns for Note, Note #, and MIDI channels M0 through M15. Below the table are three main sections: Load/Save Configuration, Edit Configuration, and Actions. The MIDI Map Channel is set to 0.

Note	Note #	M0	M1	M2	M3	M4	M5	M6	M7	M8	M9	M10	M11	M12	M13	M14	M15
A0	21	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
A0#	22																
B0	23																
C1	24																
C1#	25																
D1	26																
D1#	27																
E1	28																
F1	29																

**Annotations:**

- Edit the Effect number to be played, for the combination of the Note and MIDI channel for each received MIDI message** (points to M2 in the table)
- Enter the number 255, displayed as a blank cell, to play no effect** (points to M8 in the table)
- MIDI Map currently being edited, 0 - 255** (points to the MIDI Map Channel dropdown)
- Load or Save a .txt file of the MIDI Maps and Effects. Choose what to load/save, and whether to append the file's MIDI Map and Effects to the current ones** (points to the Load/Save Configuration section)
- Select either the MIDI Map or the Effects for editing** (points to the Edit Configuration section)
- Press to update all connected flickerSongs with any new MIDI Map or Effect changes, as flickerSongs store the data locally** (points to the Refresh Configuration button)
- Press to display light show in a graphical simulation. See the Simulation tutorial** (points to the Simulate button)
- Combine an existing MIDI file, this configuration, and an existing MP3 music file into a stand-alone MP3 music light-show file** (points to the Bounce Project button)

## Quick Start - Explore the ScottEffx Mac Application, Compose View (cont.)

Effects list displayed, click on one to edit its properties

Click on the effect  
then press 'EDIT' to  
edit Effect parameters

The screenshot shows the ScottEffx application window. At the top is a table with 5 columns: Effx #, Effx Name, Type, Seconds, and Tremelo?. Below the table are three panels: Load/Save Configuration, Edit Configuration, and Actions. The Edit Configuration panel has radio buttons for MIDI Map and Effx (selected), and buttons for New, Edit, and Delete. The Actions panel has buttons for Refresh Configuration, Simulate, and Bounce Project. A MIDI Map Channel dropdown is on the right. A status bar at the bottom says 'Valid Song File was entered'.

Effx #	Effx Name	Type	Seconds	Tremelo?
0	Snare30	Gaussian	0.09	NO
1	BassDrum100	Square	0.28	NO
2	BassGuitar250	Square	0.34	YES
3	BassGuitar700	Square	0.78	YES
4	BassGuitarDecay1200	Square	1.44	YES
5	BassDrum200	Square	0.36	NO
6	Triangle1000	Square	1.01	NO

Load/Save Configuration

Load Save

MIDI Map  
 Effx  
 Append on Load?

Edit Configuration

MIDI Map  
 Effx

New Edit Delete

Actions

Refresh Configuration  
 Simulate  
 Bounce Project

MIDI Map Channel

0

Exit

Valid Song File was entered

Effects button  
selected, now the  
table displays the list  
of Effects

## Quick Start - Explore the ScottEffx Mac Application - Effect Editing

### Effect Editing:

**Effx Name** - A name you provide for the Effect

**Effx Type** - Either **Square** or **Gaussian** (smooth) shape, or else User provided **Import** file

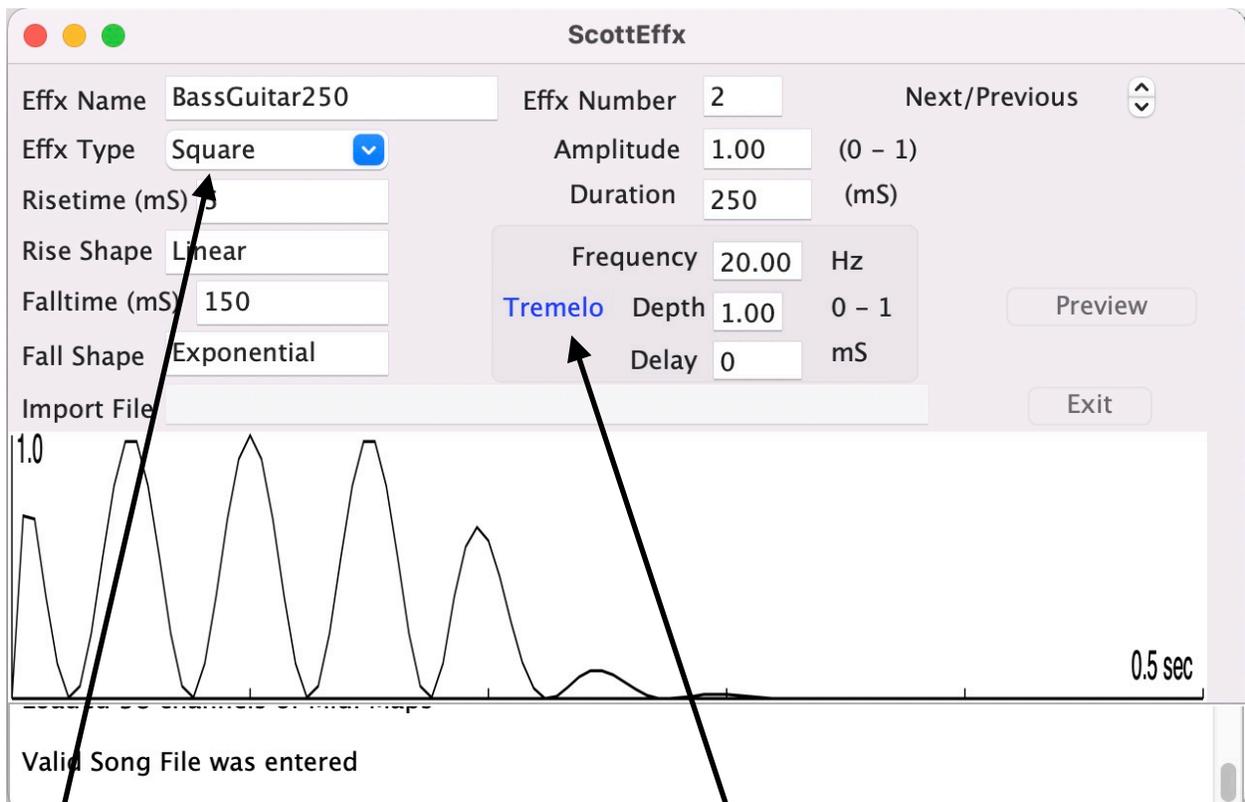
**Risetime, Falltime** - The time in milliseconds for the transition for **Square** effect shapes

**Rise or Fall Shape** - Shape of the transition, can be **Linear**, **Gaussian**, or **Sine<sup>2</sup>**

**Effx Number** - A number you assign from 0 to 254 for this effect

**Amplitude** - Amplitude at the peak of the Square or Gaussian effect from 0 to 1.0

**Duration** - Width of the Effect nominally measured at it's half-max value



### Import File

Optionally you can read in your own file which defines the Effect shape. For that create a .txt file from a text editor, the first line is the Effect name, then all subsequent lines represent the Amplitude 0-255 at a rate of 210 per second. If you enter a number larger than 255, the entire sequence is scaled downwards to keep the peak at 255

### Tremelo Editing:

Tremelo can be added to the Effect by selecting the parameters here. The Tremelo frequency, depth of modulation, and delay can be set. Setting **Depth** to 1.0 will modulate down to zero as shown in the plot, **Depth** set to 0.5 will modulate down to 50% : peak. The **Delay** in milliseconds is how long to wait into the effect before Tremelo starts. To turn off Tremelo set the **Depth** to 0.0